

# 2004 58th Annual Dartmouth Logging Days

## Rules and Regulations

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#### Section I. GENERAL RULES

- Teams earn points in each of nineteen events according to their performance. The team with the highest total will win its division (men, women).
- Official teams will consist of six contestants plus an optional alternate who may replace an injured teammate for the duration of the competition. All contestants must be undergraduates at the school they represent. The head judge must approve all replacements. In five-person teams, three people must complete eleven events, and two people must complete ten.
- In the case of alumnae/i teams, substitutions may be made freely.
- If there is a five-person team, three people compete in eleven events, and two people compete in ten events. A different team member has to go twice in each of the relay events, such as Log Roll, Pulp Toss, and Packboard Relay. Also, in the doubles and triples the same team member cannot run twice in the same event; for example doing both blocks of

- the vertical chop or the first and third stations on speed chopping.
- If a team feels an error has been made in judging or scoring, the captain of that team should notify the head judge as soon as possible. The head judge has the final say in any questions or disagreements. Disputes will not be decided by captains' vote.
- Women's teams will use lighter logs for Scoot Load, Log Roll, and Pulp Toss. Also, women's teams will use 25-pound weights (instead of 40-pound) in the Packboard Relay. Because of these differences, men's and women's teams will be scored separately. In general, Jack & Jill teams will compete using men's wood. Alumnae/i teams will be scored with the undergraduate teams of the same sex, but only undergraduate teams will be awarded trophies.
- The raw data from each event will be adjusted to a 100-point maximum scale. Thus, the best score for each event for an undergraduate men's or women's team will be assigned 100 points, and lesser scores will be calculated proportionately (a team that takes twice as long as the fastest team in pulp throw will receive 50 points, and a team that takes three times as long will receive 33 1/3 points, etc.). Since the scoring is proportional, alumnae/i teams may receive more than 100 points in a given event.
- The Dartmouth Outing Club will provide waterboiling cans, soapy water, matches, choker chain, weights for the Packboard Relay, and all of the wood for the contest. Special notes on equipment are covered in the event rules. Note: each school has the option of bringing its own sawhorses or of using the sawhorses provided by the DOC. In either case, each school must provide its own set of chain and binder. None will be provided by the DOC. Each school must contact the meet director at Dartmouth prior to arrival to indicate its sawhorse plans.
- Positions and wood allocation will be determined by drawing lots at the first captains' meeting. Teams may use their wood in any way but they will not get extra wood if they run out.
- Neither Dartmouth College nor the DOC will be held liable for accidents, injuries, or personal losses which might occur before, during, or after the contest.
- SAFETY PRECAUTIONS:** All competitors in Horizontal Chop, Vertical Chop, Splitting, and the axe user in Fire Build are required to use protection on their legs and feet. Personal flotation devices must be worn in the canoe events. Pole climbers must be on belay. Failure to wear proper protection will result in disqualification for the event in question.
- STARTS:** For all timed events excluding canoeing the starting cadence will be: "Contestants ready? Judges and timers ready? 5-4-3-2-1-GO!" Canoeing will use the rolling start, in which the time will start as the first part of the boat crosses the starting line.
- FALSE STARTS:** In an effort to deal fairly with false starts the following procedures will be used:
  - In the Packboard Relay, Singles Canoeing, Doubles Canoeing, Portage Canoeing, Chain Throw, Pulp Toss, Log Roll, Scoot Load, and Obstacle Course, the judge will quickly stop the contest and instruct everyone to prepare for a fresh start if a team begins too early.

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- b. In Vertical Chop, Crosscut Saw, Team Bucksaw, Single Buck, Horizontal Chop, Quarter Split, and Fire Build, the time for each team will start on the word "GO" or when the saw or axe first cuts the wood, whichever comes first. Also, in all of the events which use an axe, the axe must be in contact with the wood during the countdown until the count of "1". On the count of "1" the axe may be started in its initial swing.
  - c. Pole climbers will be given a countdown but the time will not start until their first spur has touched the pole.
- 14. If any contestants cannot finish an event they may stop the event by telling the judge. They will receive a score of zero.
  - 15. It is the intent of these rules to provide penalties for rule infractions. In all cases, the intent of the rule will supercede the exact wording. Disqualifications may result only from cheating, gross violations, or unsportsmanlike behavior. The Head Judge is the only person who may disqualify someone.
  - 16. In the sawing events, a complete cut is defined as one where the kerf made by the saw passes completely through the log. Broken cookies count if they can be put together to make a full piece, and cut-outs can be restarted.
  - 17. Canoes must be marked so that the judges do not confuse boats from different teams.
  - 18. In the canoeing events, the paddles may not be double-bladed or used with a lock or any type of mechanical attachment. No kayaks or decked boats (only open traditional style canoes allowed).
  - 19. Competitors may not try out the events prior to the real competition. For example, no one may roll the rolling log, throw an axe at the target, or paddle the canoe course before their official turn. (Saw blades may be tested on your logs, but leave yourself enough for the event.)
- 4. At approximately the halfway point an exchange area will be marked. The second canoeist will take over at this point.
  - 5. The second contestant will complete the course in the same fashion as the first. Timing will stop when the canoe completely crosses the finish line marked by two floats.
- D. **Scoring:** A team's score for Singles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties as follows:
    - 1. Passing a float on the wrong side of the canoe: 30 seconds per float. Note: no penalty will be assessed for submerging a float as long as it does not show on the wrong side of the canoe.
    - 2. Skipping a float entirely: 60 seconds per float.
    - 3. Going around a 360 degree (white) float without crossing your wake: 30 seconds per float.

### EVENT #2 DOUBLES CANOEING

- A. **Description:** Doubles is the same as Singles Canoeing except that two people work together to paddle a canoe around the course. No exchange is made.
- B. **Set-up:** The set-up is the same as for Singles Canoeing. The course will be similar but not exactly the same.
- C. **Procedure:** The procedural steps are the same as in Singles Canoeing, except that no exchange has to be made and two people paddle the canoe over the complete course.
- D. **Scoring:** A team's score for Doubles Canoeing will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are the same as in Singles Canoeing.

### EVENT #3 PORTAGE CANOEING

- A. **Description:** The object of this event is for two contestants to paddle and to carry a canoe and paddle around a land and water course for speed. One person does the first half, which consists of a leg in the water and a leg carrying the canoe and paddle. The canoe and paddle are then passed to the second team member who runs a land leg and then navigates a water leg to finish.
- B. **Set-up:** The water portion of the course will be marked by floats, and the land portion will be marked by flags, tape, signs, etc. Teams supply their own canoes and paddles.
- C. **Procedure:**
  - 1. The start will be the same as in singles canoeing.
  - 2. At approximately the halfway point an area will be marked where the first contestant will pass the canoe and paddle to the second contestant. This exchange area is the only place where both contestants can be touching the equipment at the same time.
  - 3. The time for the event stops when the second contestant, the canoe, and the paddle completely cross the finish line.

## Section II. CANOEING EVENTS

### EVENT #1 SINGLES CANOEING

- A. **Description:** The object of this event is for two contestants to canoe a course for speed. One person paddles the first half then the canoe is passed to the second person who canoes the second half.
- B. **Set-up:** The course will be defined by colored floats and other markers. Maps of the course will be handed out to contestants at the start of the day.
- C. **Procedure:**
  - 1. Prior to the start, the first contestant will be in the canoe behind the starting line marked by two floats. When the judge signals that all is ready, the contestant may begin.
  - 2. The time for the event begins when any part of the canoe crosses the starting line.
  - 3. The contestant will paddle the first half of the course, as defined by the floats. Penalties will be assessed for passing a float on the wrong side or not following the correct course (see Scoring, below).

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4. The contestants may not be physically assisted while they are on the course. (However, teammates may run along with the contestants and offer guidance and spiritual help.)
- D. **Scoring:** A team's score will be determined by the total elapsed time taken by the contestants to complete the course, plus any additional time for penalties. The penalties are as follows:
  1. Missing a float or straying off the land course: 1 minute each infraction.
  2. Receiving physical assistance from another person, except from your portage teammate in the exchange area: 1 minute each infraction.
  3. Going on wrong side of a float: 30 seconds each infraction.
  4. Going around a 360 degree (white) Float without crossing your wake: 30 seconds per float.

### Section III. SINGLES EVENTS

#### EVENT #4 CHAIN THROW

- A. **Description:** The purpose of this event is for one person to roll a 200-link surveying chain as neatly as possible without the use of a reel in the shortest possible time.
- B. **Set-up:** Contestants supply their own 200-link chains with standard ties (leather, cord - no velcro).
- C. **Procedure:**
  1. Before the start of the event the contestant will lay out the chain on the ground.
  2. At the start, the contestant will coil the chain, secure one end, throw it, secure the final loose end, put the chain on the ground, and call out "time" to stop the time.
  3. The judge will inspect the coil and examine the quality of the roll. Time penalties will be added to the elapsed time for faults as follows:
    - a. Ties not secure: 15 seconds each.
    - b. Uneven throw: 10 to 30 seconds (judge's discretion)
    - c. Kinks or uneven loops: 10 to 60 seconds (judge's discretion)
    - d. Poor appearance: 1 to 30 seconds (judge's discretion)
    - e. The judge may assign other penalties as necessary.
  4. After the judge has inspected the chain, the competitor will lay out the chain and the judge will add additional penalty times as follows:
    - a. Inability to lay out the chain within 5 minutes: 2 minutes.
    - b. Problems laying out the chain: 10 to 60 seconds (judge's discretion).
- D. **Scoring:** The score for this event will be determined by the elapsed time taken by the contestant to roll the chain, plus additional time for penalties as described above. Note: Before the event begins the judge will review the criteria for neatness and ability to roll and lay out a chain. The same person will judge all contestants to ensure that judging is consistent.

#### EVENT #5 AXE THROW

- A. **Description:** The object of this event is for the contestant to throw an axe at a vertical target.
- B. **Set-up:** The target will be a cross-section cut of a large log, with the center 5' above the ground. The contestants may use any axe with a bit no wider than 6", and they will throw from behind a line 20' from the target.
- C. **Procedure:**
  1. Each contestant will be allowed two practice throws before taking his or her five official throws. The contestant may, however, choose to waive one or more practice throws by telling the judge he/she is ready for the throws to be counted. Of course the contestant must inform the judge of his/her wish to skip one or both practice throws before throwing for score.
  2. The axe must remain stuck in the target until removed by the judge for the throw to count.
  3. A throw landing across two different scoring areas will be awarded the higher score.
  4. Crossing the foul line before the axe hits the target will result in no score for that throw.
  5. The axe must strike and stick in the target with the leading edge. Only the leading edge of the axe will be scored.
- D. **Scoring:**
  1. The score for this event will be determined by the contestant's total points for five throws. The scoring breakdown is as follows:
    - a. Within 3-inch diameter circle (bull's eye): 7 points
    - b. Within 6-inch diameter circle: 6 points
    - c. Within 9-inch diameter circle: 5 points
    - d. Within 12-inch diameter circle: 4 points
    - e. Within 15-inch diameter circle: 3 points
    - f. Within 18-inch diameter circle: 2 points
    - g. Within 21-inch diameter circle: 1 point
  2. The scores will be rescaled. The highest score will be scaled to 100 points.
  3. In the event of a first place tie, a throw-off will determine the recipient of the award, but the scores will not change.

#### EVENT #6 SINGLE BUCK

- A. **Description:** A competitor must cut through a round log in the shortest time possible using a crosscut saw.
- B. **Set-up:** Dartmouth will provide a sawhorse, peeled log, and binder for the event. Contestants will have to bring their own saws, wedge, and oil. The log will be a peeled white-pine log, trimmed to a consistent size (approximately 16-inch diameter for the men and 14-inch diameter for the women). Each sawyer will have a three-inch area clearly marked in which to make their cut.
- C. **Procedure:**
  1. One team member will be allowed to wedge the cookie and oil the saw while the competitor is sawing. The rest of the team members may brace the sawhorse and the sawyer's foot.

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2. A starting cut of six circumferential inches (or a depth appropriate to the size of the wood) will be allowed.
  3. The start will be as described in General Rule #12. Time will run until the severed cookie hits the ground.
- D. **Scoring:**
1. Using more than the allocated three inches will result in a 10 second penalty.
  2. Incomplete cookies will result in a 40 second penalty.
2. Flies landing outside the bullseye will be scored as follows:
    - a. within 1 foot of bullseye edge: 8 points
    - b. within 2 feet: 6 points
    - c. within 3 feet: 4 points
    - d. within 4 feet: 2 points
    - e. within 5 feet: 1 points
    - f. OVER 5 feet: NO points
    - g. The scores will be rescaled. The highest score will receive 100 points.
  3. In the case of a first place tie, a cast-off will determine the recipient of the award, but the initial scores will not change.

### EVENT #7 FLY CAST

- A. **Description:** The object of this event is for the contestant to cast a fly for accuracy at a target.
- B. **Set-up:** Each team must bring their own fly rod (max. 9 feet in length), reel, and line. The leader must be at least five feet long (measured after fly is tied on). The fly will be provided. Two foul lines will be marked on the grass, one at 35 feet and one at 50 feet from the target. The bullseye will be a five-inch diameter can sunk into the ground, and the rest of the target will be a sheet with rings painted on it. An identical practice area will also be set up.
- C. **Procedure:**
1. Each contestant will be allowed two minutes at the practice area.
  2. For the competition, each contestant will have a total of three minutes to make two casts from each line.
  3. At the judge's starting signal, the contestant will begin casting from the shorter foul line. Once the fly is cast, the clock will be paused, and the contestant may not move the fly again until told, or the cast will receive no score. The second cast will proceed the same as the first. After the second cast at the first (closer) foul line, the contestant will walk back to the farther foul line and make two additional casts.
  4. A clear verbal cue must be given by the contestant before the fly crosses the foul line for the cast to receive a score. Once the verbal cue is given, the fly must immediately be cast for score.
  5. The contestant may not step over the foul line while casting. Any cast made while the contestant is stepping over the line will not count. The contestant may not begin casting until he or she is fully behind the foul line.
  6. Any style of casting is permissible.
  7. Both casts from each distance (4 casts in total) will be used for scoring purposes.
  8. A verbal warning will be given 30 seconds before time is called. When time is called, if the fly has not touched the ground the cast will receive zero points.
  9. Should the equipment malfunction (i.e., broken rod or line, snapped off fly) during the three minute period, time will stop and appropriate repairs made.
- D. **Scoring:**
1. 10 points will be awarded for landing the fly on the 5" bullseye.

### EVENT #8 OBSTACLE COURSE

- A. **Description:** The object of this event is for the contestant to complete an obstacle course as fast as possible. The course consists of four segments: pulp pile, choker set, dot split, and bucksawing while balancing on a log.
- B. **Set-up:** The course will be laid out so that the contestant proceeds from the start, to the pile of pulp, to the choker set log, to the dot split, to the bucksawing log.
1. The pulp pile will consist of logs stacked between two stakes. Two other adjacent stakes will mark the area where the pulp is to be piled.
  2. The choker log will have one end supported a few inches off the ground.
  3. The dot split set-up will be one small piece of wood on top of a splitting block. The piece will have a 1/2" diameter spot on it.
  4. The bucksawing log will consist of a gently sloping ramp log with a 6x6 attached to the end. Contestants will scramble up the ramp and cut off one disk from within 2 inches of the end of the 6x6. The allotted two-inch cutting space will be marked.
  5. "Obstacles" such as log barriers may be located between the sections. The DOC will provide the choker; contestants supply their own pulp hook (if desired), splitting axe, and bucksaw. Contestants may leave their tools wherever they want before the event begins, except for the choker which must be behind the starting line. No one is allowed to assist the competitor, including holding the tools for the contest.
- C. **Procedure:**
1. The contestant will start from behind the starting line.
  2. At the start the contestant will throw the choker to the appropriate log, then go to the pulp pile and move the logs to the open space between the second set of posts.
  3. The contestant will then retrieve the choker and set it on the provided log. The choker must be set securely enough so that the judge can give it a pull and it will not fall off.
  4. The contestant then moves to the dot split and splits the small log, attempting to hit the dot. The contestant gets only one attempt.
  5. The contestant then climbs up the gently sloping log and cuts off one cookie from the end. After

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the cookie separates, the contestant shouts "Time!". When "Time!" is called, the time stops.

D. **Scoring:** Each contestant's score for this event will be determined by the elapsed time, plus additional time for penalties as follows:

1. Failure to secure the choker on the log: 30 seconds.
2. Each pulp log not left between the second set of stakes: 15 seconds.
3. Failure to split the dot split block (unless the judge determines that a slim piece of bark is still connected or a hidden knot prevented the bolt from breaking) or missing the block completely: 20 seconds.
4. Splitting the block, but missing the dot:
  - a. Within 1/2" of dot: 5 seconds.
  - b. Over 1/2" but within 1" of dot: 10 seconds.
  - c. Over 1" from dot: 15 seconds.
  - d. Hitting the dot and splitting the block: no penalty.
5. Failure to stand on the ramp log while sawing the cookie: 30 seconds.
6. Incomplete cookie: 15 seconds.
7. Cutting beyond the two-inch marked area: 15 seconds.

#### EVENT #9 POLE CLIMB

A. **Description:** The object of this event is for the contestant to climb a pole as fast as possible.

B. **Set-up:** The climbing pole will be softwood, about 12-14 inches in diameter at the base and about 40 feet tall. A bell will be attached to the pole below the top. Any type of spikes are permitted; hand ropes are optional. All climbers will be belayed. Teams must provide their own belayer.

C. **Procedure:**

1. The judge gives a countdown, but time does NOT start at "Go". After the countdown the climber starts when ready. Time starts when the climber's first spike hits the pole. The contestant may not have their hands or hand rope on the pole before time begins.
2. The contestant climbs the pole and rings the bell at the top to stop the clock.
3. Time for this event will also stop if the contestant tells the judge that he or she quits or if the time exceeds the limit of three minutes.

D. **Scoring:** The score for this event will be determined by the time it takes to complete the event. There is a five minute time limit for this event. If a contestant exceeds this limit, he or she will receive a time of five minutes. If a contestant cannot reach the top he or she will receive a score of zero for this event.

## Section IV. DOUBLES EVENTS

#### EVENT #10 VERTICAL CHOP

A. **Description:** The object of this event is for two contestants to each chop completely through a

vertically supported white pine cant (men: 8x8; women: 6x6) in the shortest time possible.

B. **Set-up:** The DOC will provide set-ups to hold the blocks firmly in place, about two feet off the ground. (A reminder: leg protection must be worn.) Wood will come from each team's allotment.

C. **Procedure:**

1. The first contestant will chop through their log as quickly as possible. When the first contestant is through, he or she will step out of the way and signal the second contestant to start chopping.
2. Time will stop when the top of the second log is completely severed from the bottom portion held in the set-up.
3. If a large piece of the top of the log should break off during the event (slab), the judge will determine whether or not the contestants actually chopped all the way through. If the contestant was not able to make a complete cut because of the break another log will be provided by the DOC and the contestant will chop again. (Note: some nails must be placed in the top of the log to prevent it from slabbing.)
4. Once the second person begins chopping, the first person may not chop again. Each person may chop only on his or her log.

D. **Scoring:** The time for this event will be determined by the total elapsed time for both contestants to chop their logs plus any added penalties as follows:

1. Two people chopping at the same time: 30 seconds
2. First person chopping after the second has begun: 30 seconds.
3. Incomplete cut: 60 seconds per infraction

#### EVENT #11 SCOOT LOAD

A. **Description:** The object of this event is for two contestants using peavies or cant hooks to load three 12-foot logs on a platform as quickly as possible.

B. **Set-up:** The scoot will be 24 inches high and two poles about 10 feet long will be provided to be used as ramps. At the start of the event the three logs will be behind the starting line about 30 feet from the scoot. Contestants may position the logs anywhere behind the line. Men's and women's team will use different sized logs.

C. **Procedure:**

1. At the start the contestants must be behind the starting line.
2. On the starting signal the two contestants will set the ramp poles in place and move the three logs up the ramp and on to the scoot.
3. Contestants are not allowed to simply pick the logs up off the ground and place them on the platform. Contestants may only use cant hooks (peavies) to move the logs.
4. The logs must be centered on the scoot. The ends of the logs must be outside the edges of the scoot. (The event judge will explain the centering criteria to contestants before they begin.) Contestants may use any technique to center the logs.
5. Once the logs are loaded the contestants will return the ramp poles to their original positions.

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Time will stop when both poles are back and "Time!" is called by a contestant.

6. Contestants must return the logs to their original position once the event is over.

D. **Scoring:** Each team's score will be determined by the total elapsed time plus additional time for penalties as follows:

1. Picking up a log and placing it on the platform without making use of the peavies and skids: 60 seconds.
2. Finishing the event (returning both ramp poles to their original positions) without all three logs on the scoot: 90 seconds for each log not on the scoot.
3. Logs not centered: 30 seconds per log.

### EVENT #12 FIRE BUILD

A. **Description:** The object of this event is for two contestants to build a fire to boil a given amount of soapy water in the shortest possible time.

B. **Set-up:** Each team will be provided with a bolt of dry firewood, three wooden matches, and a tin can with a wire handle. Just before the contest, each team will receive a measured amount of soapy water. Each team may use a knife and an axe to cut and split their firewood. The can may be supported using any technique (including another axe), and teams may build their fire and split on cookies.

C. **Procedure:**

1. On the starting signal the contestants will split their wood and build a fire to heat the soapy water.
2. If the competitors cannot start their fire with the three original matches, they may get extra matches (one at a time) from the head judge.
3. If any water is spilled from the can during the event, the entrants must get a complete refill from the judge. No extra wood may be used.
4. The can must be supported so that it remains upright during the event.
5. The time for fire building will run from the starting signal until the water boils over the edge of the can.

D. **Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:

1. Spilling water and not getting a refill: 8 minutes.
2. Using wood not from the original bolt: 5 minutes.
3. Tilting a can, or not righting a tilted can: 2 minutes.

## Section V. TRIPLES EVENTS

### EVENT #13 SPLITTING

A. **Description:** The object of this event is for each of three team members to split two hardwood logs.

B. **Set-up:** Each team will be provided seven hardwood logs, assigned according to the numbers drawn at the first Captains' meeting. Contestants will select the

six logs they want to split. Teams will also be provided with two empty 55-gallon barrels with a 5 inch diameter hole cut in the top. Contestants must use axes (no mauls) and wear leg protection.

C. **Procedure:**

1. Splitting is run as a relay with the competitors working sequentially.
2. At the starting signal, the first contestant will split two logs until all pieces of the logs can fit through the hole in the barrel.
3. When the first person is has placed all of their wood in the barrel, the second person splits the next two logs, followed by the third person, who splits the final two logs.
4. Only one person may be working at a time.
5. Each person may touch only his or her own logs. Contestants may not touch their logs while another splitter is working.
6. Split pieces must drop through the hole without resistance. They may be pushed through the hole but not hammered. No use of the axe is allowed to help the wood into the barrel.
7. When the third person has completely finished, he or she yells "Time!" and the watch is stopped.

D. **Scoring:** Each team's score will be determined by the elapsed time plus additional penalty time as follows:

1. Two contestants working at the same time: 30 seconds.
2. Hammering any piece of wood to force it into the barrel: 30 seconds per infraction
3. Pieces of wood remaining outside of the barrel (other than bark/splinters) after time is called: 30 seconds per piece
4. Handling another contestant's wood: 30 seconds

### EVENT #14 HORIZONTAL CHOP

A. **Description:** The object of this event is for each of three contestants to chop through a white pine cant as quickly as possible (8x8 for men, 6x6 for women).

B. **Set-up:** Each team will make use of some part of their supply of cants for this event. Three chopping cants must be prepared before the event begins and laid out in order of chopping on a line established by the DOC. (Note: teams must furnish their own stands if they want to use stands.) Reminder: foot/leg protection must be worn for this event.

C. **Procedure:**

1. Chopping is run as a relay (competitors working sequentially).
2. On the starting signal, the first person will chop completely through his or her cant. When the first person has finished, the second person will chop his or her cant, and then the third person will do the same.
3. The time for this event will stop when the third person has shouted "Time!".
4. Only one person may be chopping at a time.
5. After a competitor has finished chopping, he or she may not touch the chopped cant. The judges will inspect the cants after the event to make sure that they were completely severed.
6. Contestants may not chop a teammate's cant.

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- D. **Scoring:** Each team's score will be determined by the elapsed time plus any additional time for penalties as follows:
1. Two contestants chopping at the same time: 30 seconds.
  2. Touching a cant before judge's inspection or after the next team member has begun chopping: 30 seconds per infraction.
  3. Any cant not chopped completely
    - a. cant still supports contestants weight without breaking: 60 seconds
    - b. cant has collapsed but not completely separated: 5 seconds.

## Section VI. TEAM EVENTS

### EVENT #15 CROSSCUT SAW

- A. **Description:** The object of this event is for three cross-cutting pairs to make a total of nine cuts (three each) on a white pine cant as quickly as possible (8x8 for men, 6x6 for women).
- B. **Set-up:** Each team will use some part of their total supply of pine cants for this event. The DOC will supply sawhorses for Crosscut and Team Bucksaw, but teams are encouraged to bring their own. Only team members may brace the sawhorse.
- C. **Procedure:**
1. This event is run as a relay (pairs sawing sequentially).
  2. At the starting signal the first pair will make three complete cuts and then hand the saw to the second pair. The second pair will make three cuts, followed by the third pair.
  3. The time for this event will stop when someone on the team yells "Time!"
- D. **Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:
1. Each incomplete disk (short of the required nine): 20 seconds.

### EVENT #16 TEAM BUCKSAW

- A. **Description:** The object of this event is for each team member to make one cut on a white pine cant as quickly as possible (8x8 for men, 6x6 for women).
- B. **Set-up:** The set-up is the same as in Crosscut Saw.
- C. **Procedure:**
1. This event runs as a relay (competitors sawing sequentially)
  2. At the starting signal the first person will make one complete cut on the cant and then hand the bucksaw to the second person. The second through sixth competitors will saw one cookie each in the same fashion.
  3. All cuts must be complete to count.
  4. The time for this event will stop when a team member on the team yells "Time!"

- D. **Scoring:** Each team's score for this event will be determined by the elapsed time plus additional time for penalties as follows:
1. Each incomplete cut short of the required six: 30 seconds.

### EVENT #17 LOG ROLL

- A. **Description:** The object of this event is for three pairs of teammates to roll a log, with the aid of peavies or cant hooks, along a course as quickly as possible.
- B. **Set-up:** The Log Rolling course will have pairs of stakes marking each end of the course. The log will be about 12 feet long with the women's being lighter than the men's.
- C. **Procedure:**
1. At the start, the first two contestants will roll the log to the other end of the course, hit both stakes, and bring the log back to touch both starting stakes.
  2. The second pair of contestants will then roll the log down and back, followed by the third pair.
  3. The log must touch each stake at either end, but not necessarily simultaneously. Any contact between log and stake will count as a "touch". The judge will call out when the stakes have been hit.
  4. Only two contestants may be working at one time.
  5. The time will stop when the third pair completes their roll.
- D. **Scoring:** Each team's score will be determined by the elapsed time plus additional time for penalties as follows:
1. Missing a stake before returning or switching to the next pair: 60 seconds.
  2. Competitors touching the log other than during their turn: 30 seconds.

### EVENT #18 PULP TOSS

- A. **Description:** The object of this event is for team members to throw pulpwood back and forth between two sets of stakes as quickly as possible.
- B. **Set-up:** Two pulp throwing pits will be set up. The men's pit will have posts at the corners of a 4-foot by 20-foot rectangle, and the women's pit will have posts at the corners of a 4-foot by 16-foot rectangle. Each pit will have four sticks of pulpwood about four feet long. Men's wood and women's wood will be different, the women's wood being lighter.
- C. **Procedure:**
1. Before the start, all four sticks will be placed at one end of the pit by the competitors. Three competitors will be at each end of the pit.
  2. At the start, the first competitor will pick up and throw the four logs one at a time towards the other end, attempting to make them count as successful throws. A successful throw is one that results in the log lying between the two posts with the log showing on both sides of the posts after all four logs have been thrown.

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3. When the fourth log has landed, the judge will quickly call out the number of successful throws (either 0, 1, 2, 3, or 4). The second competitor will then throw the logs back to the two original posts in exactly the same fashion. The third, fourth, fifth and sixth competitors will continue, and then the first one will begin again.
  4. A contestant may not step across the line between the front of the two stakes after he or she has begun throwing his or her four logs.
  5. Contestants must wait until the judge calls out the number of successful throws before intentionally grabbing a log to throw it. The judges will call out the number as soon as the logs have stopped moving enough to make a difference or have gone past the end of the pit. One judge will be stationed at each end of the pit, and a third judge will be on hand to keep and announce the total tally of successful throws. This third judge will periodically call out the current number.
  6. The time for this event will run until the 48th successful throw has landed, even if the 48th throw happens to land before a set of four throws is finished.
- D. **Scoring:** Each team's score will be determined by the elapsed time, plus time added due to penalties as follows:
1. A thrower intentionally touches a log before the judge has called out the number of successful throws: 15 seconds per infraction
  2. A thrower steps across the line between the two stakes after beginning a sequence of four throws: 10 seconds per infraction after one warning.
- The process is continued until the sixth person crosses the finish line with the packboard and entire load.
4. The time for this event will stop when the sixth competitor and the packboard, the weight, the blanket, the frying pan, and the rope completely cross the finish line.
  5. Only one person at a time may be touching the packboard or load except at an exchange area.
- D. **Scoring:** The team score will be determined by the elapsed time taken to complete the course, plus additional time added for penalties as follows:
1. The first person leaves the starting area before the load has been lashed to the packboard: 60 seconds
  2. A runner intentionally straying from the designated course: 5 minutes.
  3. The finish line is crossed without the packboard, the blanket, the weight, the frying pan, the rope, or the sixth contestant: 5 minutes per item
  4. Two or more people touch the packboard or load outside of an exchange area: 60 seconds

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## EVENT #19 PACKBOARD RELAY

- A. **Description:** The object of this event is for each team to run a relay course carrying a packboard with a blanket, weight, and frying pan.
- B. **Set-up:** Each team supplies its own packboard, rope, frying pan of at least 10-inch diameter, and a blanket at least 4 feet by 6 feet. The DOC will supply the weights for the contest: they will weigh 40 pounds for the men and 25 pounds for the women. Team captains will be shown the course. Captains will be responsible for showing the course to the rest of their team members.
- C. **Procedure:**
1. Before the event begins, the rope, the frying pan, the blanket, the weight, and the packboard will be spread out on the ground behind the starting line. The rope must be free of knots and no items may be touching each other. The first contestant will be ready to start; the other five teammates will be at the exchange areas along the course.
  2. At the starting signal the first person will wrap the weight and the frying pan with the blanket, lash these to the packboard, and run with the packboard to the first exchange area. The first person may not leave the starting area until the load has been wrapped and tied to the packboard.
  3. At the first exchange area, the second person will take the packboard and run to the next area.